

# DRAGON™

THE BRUCE LEE STORY



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# DRAGON™

THE BRUCE LEE STORY

JAGUAR™ 64-Bit Interactive Multimedia System  
Game Manual



## Handling this Cartridge

The Atari Jaguar Interactive Multimedia Cartridge is intended for use exclusively with the Atari Jaguar System.

- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play to rest yourself.

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# THE BRUCE LEE STORY

His single teacher and star [his star has had more impact on the martial arts than any] is Lee. His influence will leave on a Hollywood star such as Sylvester Stallone and Sean Connery who have followed a his supremely choreographed footsteps.

Born in San Francisco in 1940, the year of the dragon, Lee was christened Li Jun Fan. The name was soon changed to Bruce. Four years ago his mother who used to take the family back to Hong Kong last there a year after his birth left to return to that city most part of his childhood. She died at 36. After a turbulent upbringing, learned in a juvenile delinquent and a regular trouble with the police, Bruce's parents gave him a martial arts lesson to an attempt to shield him from further harm. Unfortunatly for Bruce, no one could teach him from his own personal lesson. These were given to him by "The Phantom" as he called it - a man which used to play in the gins and dance throughout his life.

Lee learned a style known as wing chun, named after the way one's fist developed it. It is a simple down form of being in, only using his body and a different style known as the sun or striking hand. There is a technique which involves responding to your opponents moves by deflecting them off with minimal effort. Lee took this style and refined his own when he formed his own from it. A blend of many styles including karate, muay thai and even Muhammad Ali's boxing it was actually refined by real fighting, working on the concept of power and distance in one movement. The various known as not least day, the "star faut" hitting style.

At the age of 18 he returned to San Francisco as he was then predicted. He earned with an master of his own a modest living giving lessons and demonstrating martial arts. However at 21 he was given his chance to make his debut from the film and stage such as *Shen Ji*, *Cry of the Joneses*, and others. Pending this he moved to both a teaching and the screen to be needed in Hollywood to launch his film career.

After a difficult start, Lee achieved some hits on both sides of the Pacific. But it was the success of *Mohamed Ali: The Greatest* that gave Bruce his big break in Hollywood. After *The Dragon* was his first feature there, with its fast paced competition and violent conflict, it made him a world-wide celebrity. To date, the film has grossed \$100 million worldwide one of the most commercially successful movies ever made.

Bruce Lee was presented to the world on July 20, 1973 aged 33. Newspaper reports concerning an affair with a woman from Hong Kong and rumors that he had refused to pay protection money to Triads continued to give evidence to the conspiracy theories the manager he mentioned. Details of Bruce's death discussed at his post mortem reveal an old friend of his death a mystery. Some say he fought his final battle against *The Phantom* and lost.

To this day his come up with just plain facts in the Far East where his legend remains undimmed.

# GETTING STARTED

- 1 Set up your Atari Jaguar Interactive Multimedia System as described in its instruction manual. Plug in Joypad 1. If a second player is to join in, plug in Joypad 2.
- 2 Ensure the Power Button is OFF. Then insert the Dragon Cartridge, its label facing towards you, into the Atari Jaguar Interactive Multimedia System and press it down firmly.
- 3 Press the Power Button ON. After a few seconds, the Jaguar Screen will appear. When the Dragon Title Screen is shown you are ready to play Dragon.

**IMPORTANT:** If the Jaguar Screen does not appear, push the Power Button OFF. Ensure your Atari Jaguar Interactive Multimedia System is set up correctly and the Dragon Cartridge is properly inserted. Then press the Power Button to ON again. Always ensure the Power Button is set to OFF before inserting or removing the Dragon Cartridge from the Atari Jaguar Interactive Multimedia System.

# PLAYING DRAGON



## THE CONTROLLER

Before you begin to play, take the time to familiarize yourself with the movements and functions of the Joypad.

### BOLD IT!

- Press the Power Button to freeze the action.
- Press the A Button while the action is frozen to select the Music Volume.
- Press the B Button while the action is frozen to select the FX Volume.
- Press the Joypad LEFT or RIGHT to adjust the Music or FX Volume.
- Press the Power Button when the action is frozen to resume play.

# TITLE SCREEN

After the Jaguar Screen and Credits have been shown, the Dragon Title Screen is presented. After a short time, the 10 highest scores are displayed.

Note that if no Button is pressed on a Jaguar, a brief demonstration of Dragon in action is shown.



Press the A, B, or C Button to call up the Game Select screen.

# GAME SELECT SCREEN



Here's where you decide how to play Dragon's Lair on your own or with a friend in a combat-oriented version of Dragon Lair's life story, or as a straightforward battle between two or three Dragon Lair characters.

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Four options are presented. The option to be selected or changed is indicated by a small Yin Yang symbol. All options are chosen as follows:

- Press the Joypad up or down to move the Yin Yang from option to option
- Press A, B or C button to select the option
- Press the Joypad left or right to change the indicated option

## ONE PLAYER STORY GAME

Select this to fight opponents controlled by the Atari Jaguar Interactive Multimedia System in a progressive battle following the hero's storyline.

**TWO PLAYER STORY GAME** Choose this option to enable combat between two Bruce characters (controlled by you and a friend) and a Jaguar controlled opponent.

**ONE PLAYER BATTLE** Take on another Bruce Lee/Jaguar controlled opponent at the scene of your choice. Note that selecting this option calls up the Battle Game Screen (see THE BATTLE GAME SCREEN on page 8).

**TWO PLAYER BATTLE** This option allows you and a friend, or controlling a Bruce Lee character to fight in a hand to hand clash to the finish. Note that selecting this option calls up the BATTLE Game Screen (see THE BATTLE GAME SCREEN on page 8).

**THREE PLAYER VS CPU BATTLE** Three Bruce Lee characters fight for glory, with the Atari Jaguar Interactive Multimedia System in control of the third player. Note that selecting this option calls up the Battle Game Screen (see THE BATTLE GAME SCREEN on page 8).

**HIGH SCORES** See the names of the ten best players. Note that your high scores will be stored when you turn off your Atari Jaguar Interactive Multimedia System.

**OPTIONS** Calls up the Options Screen (see THE OPTIONS SCREEN on the next page).

# OPTIONS SCREEN

## DIFFICULTY LEVEL

Or choose from EASY or MEDIUM or HARD or ARCADE to adjust the difficulty of the opponents that Bruce will face. This option also determines how many Stages you can play in a Story (see THE STAGES on page 87).



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**SPEED LEVEL** Or choose from TURBO and (if you feel hard enough) MADIC.

**SOUND & MUSIC** Or perhaps you'd prefer only MUSIC or FX to accompany play? You could even select OFF.

**SOUND TEST** Your chance to hear all the sound effects represented by numbered used in Dragon. Choose a sound effect in the same way as you would an option.

- Press any button except the Joypad to listen to the sound effect.

**EXIT** Select this to return to the Game Select Screen.

# BATTLE GAME SCREEN



Having selected a one, two or two player V Cpu battle, the Battle Game Screen is presented. To begin play, choose a scene from the selection of seven (for further details of the scenes, see THE STAGES on page 27).

Before you begin a Battle, you may wish to take advantage of the two further options available on this screen:

**TROPHIES TO WIN** The limit of how many trophies you decide to choose from. 2, 4, 6 or 8.

**HANDICAP** The handicap in question is a reduction of a player's energy by half, and you can choose to handicap any one of the players involved in a Battle (all three if need be). Note that the handicap defaults to NO/NONE for each Battle.

# MEMORY SAVE

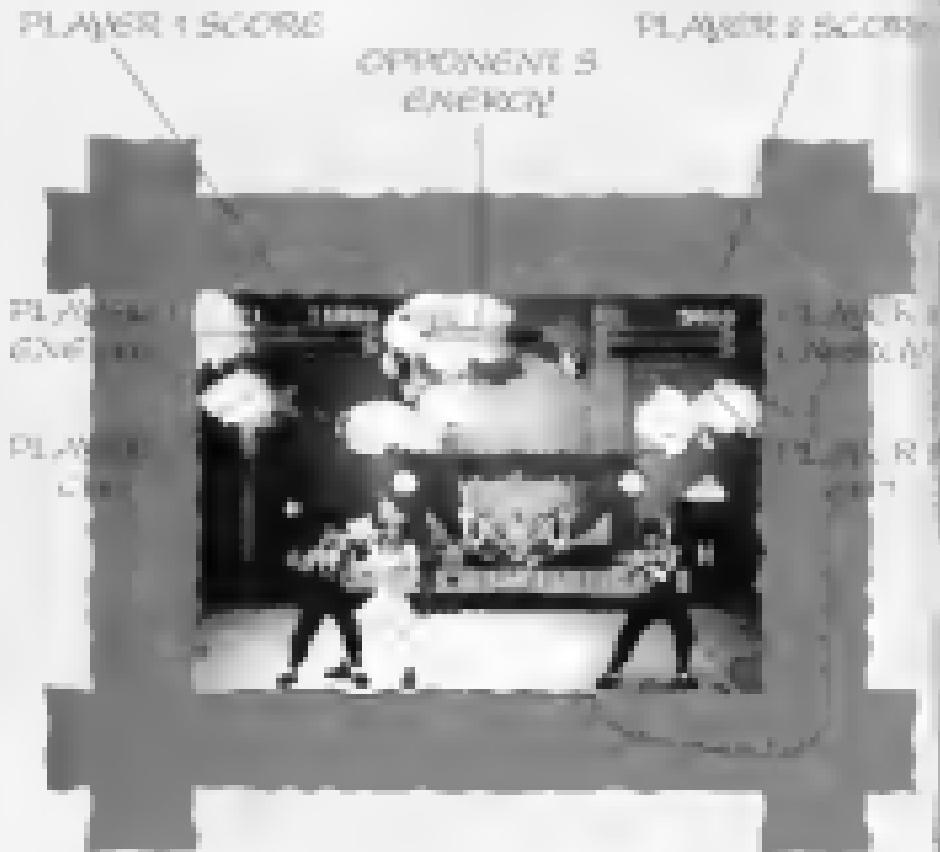
Volume, high scores, and game options are retained in the cartridge even if you have turned off your Jaguar 64-Bit Interactive Multimedia System. The cartridge will store up to 100,000 changes. After 100,000 changes have been recorded, no more changes will be retained. To clear the recently saved changes, press \*, Option and # while on the "Dragon - The Bruce Lee Story" Title screen.

# WHAT YOU CAN EXPECT TO SEE

The screen display is adjusted slightly to suit the mode of play as determined on the Game Select Screen.

## TWO PLAYER STORY GAME

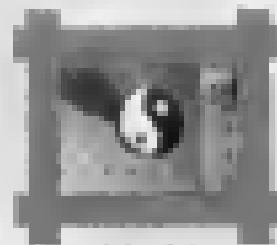
Note that Player 2's status is not shown in a One Player Story Game.



**SCORE** Points are earned for every successful attack, but bonus points are only awarded for impressive play (for example, turning a bout without getting hit). A Bonus bonus is given when the quality of Bruce's combat is exceptional.

**ENERGY** For every hit taken, energy is lost. Note that some attacks remove more energy than others. There is no energy replacement; energy is regained only when Chi is at its maximum.

**CHI** This is Bruce's inner strength (mystical power), necessary to enable two new modes of combat: Fighter and Nunchaku (see CONTROLLING BRUCE LEE on page 10). The Chi meter is boosted for every successful attack (hit) and lost when an attack fails (Chi is lost in all modes, however). Chi is gained from successful attacks in Master mode only; so don't stand there thwacking off your woes — under every one count! Chi is also earned by performing certain tasks, for example, hitting the opponent first or collecting a Yin-Yang when fighting in a Match.

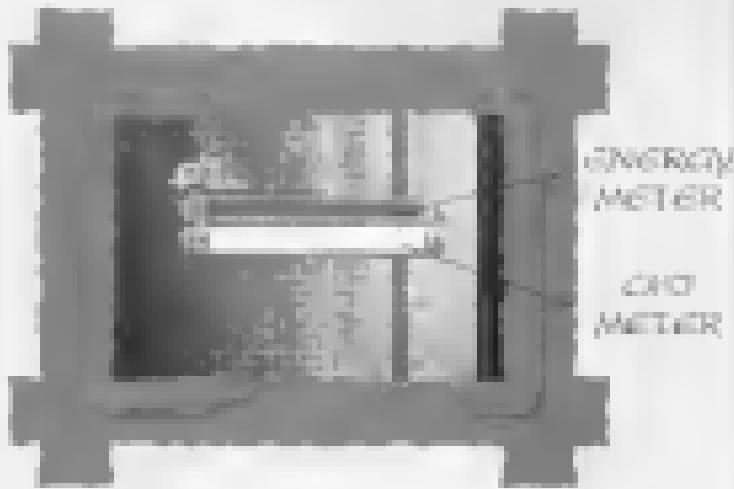


A Yin-Yang

**MIRRORS** The number determines how many chances you have. For every defeat, a Mirror is lost. When all Mirrors are lost... Look, just try not to lose, eh? Note that the Mirrors are only shown at end of each bout, whether Bruce has won or lost.

# CONTROLLING BRUCE LEE

Bruce has three modes of attack (Mantis, Fighter and Nunchakuk) determined by the amount of Chi acquired. The marks on the Chi meter show when Fighter and Nunchaku mode are available.



Now that both Fighter and Nunchaku mode are fuelled by Chi, we don't be surprised when Bruce is automatically returned to Mantis Mode through a lack of Chi. Bear in mind that after losing Nunchaku mode, Bruce will still have enough Chi to use Fighter mode.

## MANTIS MODE

The standard method of fighting offers the widest range of moves but energy replacement is slow. Note that the following moves assume that Bruce is facing an opponent on his

# BASIC MOVEMENTS

R  
B

**WALKING** Note that Bruce cannot walk through his opponents.

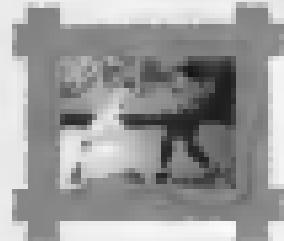
- Press the Joypad RIGHT or LEFT to move towards or away from the opponent.

**JUMP** Straight up or towards or away from the opponent, perhaps to avoid his attacks or to keep out of a corner.

- Press the Joypad UP to jump straight up.
- Press the Joypad UP and RIGHT or LEFT to jump towards or away from the opponent.

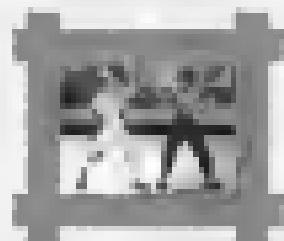
**FAST KICK** Faster than a Hard Kick but weaker with it.

- Press the C-Button to perform a Fast Kick.



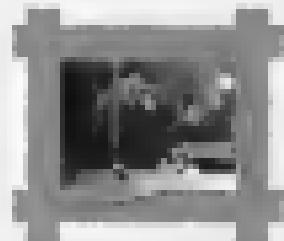
**FAST PUNCH** The fastest move to perform but also the weakest.

- Press the B Button to perform a Fast Punch.



**HARD PUNCH** Slower than a Fast Punch, but twice as powerful.

- Press the Option Button to select a Hard Punch.
- Press the A Button to perform a Hard Punch.



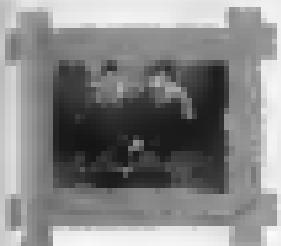
**HARD KICK** Slower than Fast Kick, thus leaving Dino more open to attack.

- Press the Option Button to select a Hard Kick.
- Press the A Button to perform a Hard Kick.

**NOTE:** The Option Button is used to switch the function of the A Button between Hard Punch and Hard Kick.

# CLOSE RANGE ATTACKS

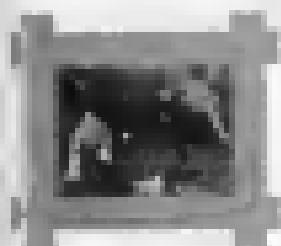
Note that Mr. X will only perform the following moves when he is very close to his opponent.



## **KICK** To the opponent's midriff

- Press the Fast Kick Button to perform a Kick

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**SHINKICK** Mr. X only performs this move when his opponent is crouching. Best of all, there's no real defense against a Shinkick.

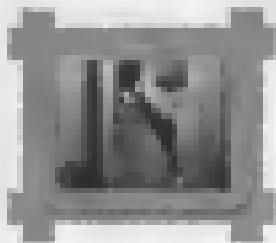
- Press the Fast Kick Button to perform a Shinkick

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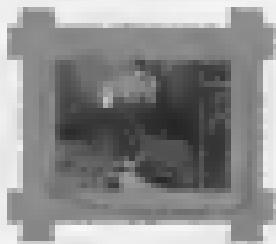
**THREE** A difficult move to perform, but it is the most powerful (along with Roundhouse Kick).

- Press and hold the Zedged Ability from the opponent then simultaneously press the Fast Punch Button to throw the opponent



**HIGH KICK** The last kick can be applied as a Flying Kick or Chop.

- Press the Hard Kick Button to perform a High Kick.

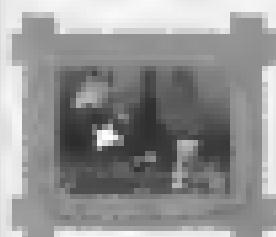
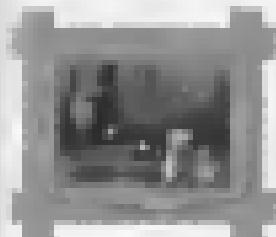
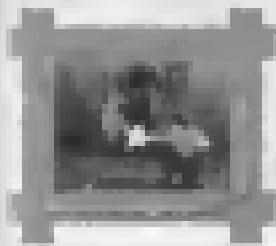
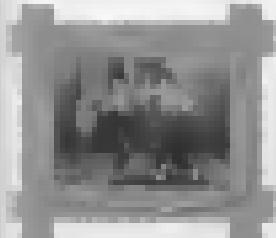


**STRONG** A difficult move to perform. It can only be used when an opponent is floored but also one of the most rewarding.

- Press the ZedPad UP or UP and DOWNWARDS or LEFT/RIGHT from the opponent then, when Bruce is at the peak of the jump and above his opponent's chest, press the ZedPad DOWN to perform a Strong.

# SHORT RANGE ATTACKS

Only effective when Bruce is fairly close to his opponent



**FOREARM SMASH** Two punches followed by a forearm smash

- Press the Fast Punch Button THREE times quickly or the Hard Punch Button TWICE quickly to perform a Forearm Smash

**LOW PUNCH** There are two variations: Fast Low Punch and Hard Low Punch, and both are hard to block. Use a Fast Low Punch followed by a Hard Low Punch for maximum effect

- Press and hold the ZedPad DOWN then press the Fast or Hard Punch Button to perform a Low Punch

**LOW FAST KICK** A good short, sharp shock attack. The only decent defence against a Low Kick is to Fly away from the opponent

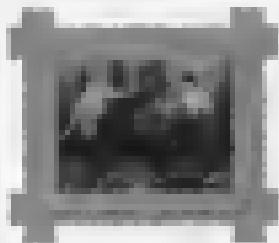
- Press and hold the ZedPad DOWN then press the Fast Kick Button to perform a Low Kick

**LOW HARD KICK** More of a fast sweep than the low Fast Kick - and more effective with it

- Press and hold the ZedPad DOWN then press the Hard Kick Button to

# MEDIUM RANGE ATTACKS

Affectionately known as 'the distance'



## ROUNDHOUSE KICK

Two swift kicks, one after the other. The second kick, the Roundhouse, is the most powerful move along with the Thrust.

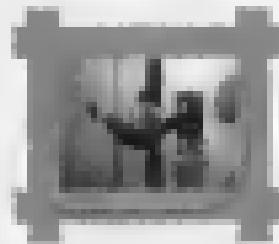
- Press the Hard Kick Button TWICE to perform a Roundhouse Kick.



## REVERSE KICK

A useful move to perform if Bruce is stuck or turned and the opponent is running towards him, especially when faced with two opponents.

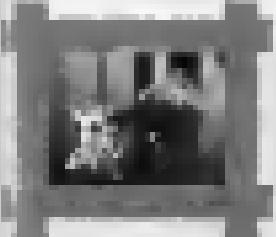
- Press the Juggernaut button from the opponent then press the Hard Kick Button THREE times to perform a Reverse Kick.



## SPLIT KICK

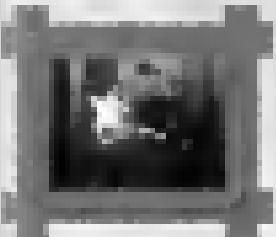
Note that Bruce will only perform this move when an opponent is either side of him.

- Press the Hard Kick Button to perform a Split Kick.



**JUMPING KICK** It has a shorter range than the Flying Kick, but is just as potent.

- Press the Joypad UP then, while Bruce is in the air, press the Fast or Hard Kick Button to perform a Jumping Kick.

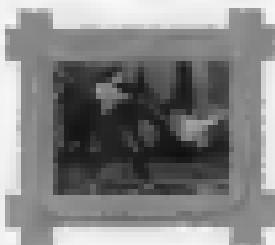


**CHOP** One of the most powerful moves.

- Press the Joypad UP then, while Bruce is in the air, press the Fast or Hard Punch Button to perform a Chop.

# LONG RANGE ATTACKS

Bruce can leap right across the screen using some of Bruce's moves!



**FLIP KICK** A good long range attack but Bruce is left vulnerable

- Press the Joystick DOWN and TOWARDS the opponent to perform a Flip then quickly press the Hard Kick Button to perform a Flip Kick



**FLYING KICK** Towards or away from the opponent

- Press and hold the Joystick UP and TOWARDS or AWAY from the opponent then, while Bruce is in the air, press the Kick Button to perform a Flying Kick

Front or Hard Kick



**FLYING CHOP** A more effective version of the Chop

- Press the Joystick UP and TOWARDS the opponent then, while Bruce is in the air, press the Front or Hard Punch Button to perform a Flying Chop

# DEFENSIVE MOVES



**HIGH BLOCK** Just the move to defend against high attacks when Bruce is on his feet.

- Press the Joypad **RIGHT** from the opponent to block an attacking move. Note that Bruce will only perform this move when the opponent is close to him.



**CROUCH** Useful for evading high attacks.

- Press the Joypad **DOWN** to crouch.



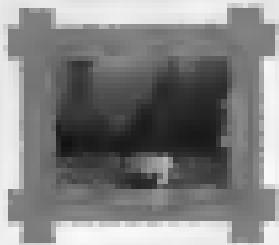
**CROUCHING BLOCK** Useful for defending against low attacks.

- Press the Joypad **DOWN** and **RIGHT** from the opponent to perform a Crouching Block.



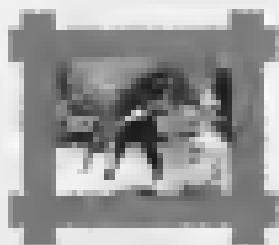
**FLIP** Turns back or away from the opponent. The Flip is the most efficient means of evading low attacks.

- Press the Joypad **DOWN** and **RIGHT** or **LEFT** to perform a flip towards or away from the opponent.



**REVERTING STATE** Repeated hits from an opponent can stun Bruce or even knock him to the floor.

- Press any Button repeatedly to revive Bruce when he has been stunned or knocked by an opponent.



**SPECIAL REVERT STATE** Note that this move only works if Bruce has been knocked down.

- Press the Head Kick Button repeatedly to make Bruce jump up with a Kick.



**COUNTER THROW** If you are quick, this maneuver can be used to reverse your opponents throw in all three modes.

- Press away on the Joypad and simultaneously press the Fast Punch Button to counter throw your opponent.

# FIGHTER MODE

When Bruce has sufficient Chi, you can access Fighter Mode, the fastest method of attack. However, in this mode you have no defense. There are two new types of moves which become available in Fighter Mode. Bruce cannot throw or stomp on an opponent or even block attacks, but the counter throw is still available. Remember: Fighter Mode moves use a lot of Chi! Bruce will automatically fight in Mantis Mode if he has insufficient Chi to sustain Fighter Mode.

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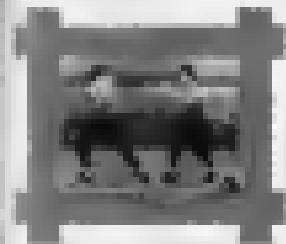
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## To SELECT FIGHTER MODE

- Press 'W' or 'S' on the Keypad to Select Fighter Mode

## To SELECT MANTIS MODE

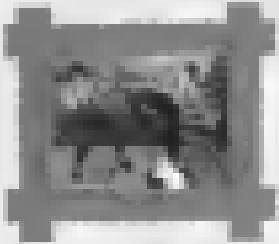
- Press 'I' or 'O' on the Keypad to Select Mantis Mode



### ULTRA-FAST PUNCH

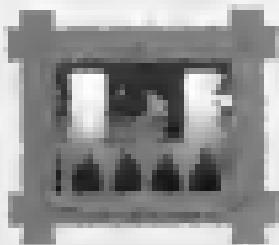
A short range attack. Provided you can press a Punch Button fast enough, Bruce will deliver a volley of punches, and, after the third punch, all other punches are Ultra-Fast (until you stop pressing a Punch Button).

- Press the Fast or Hard Punch Button repeatedly as quickly as possible to perform an Ultra-Fast Punch



**ULTRA-FAST KICK** A medium range attack like the Ultra Fast Punch, but with a more powerful kicking action.

- Press the Fast or Hard Kick Button repeatedly as quickly as possible to perform an Ultra-Fast Kick



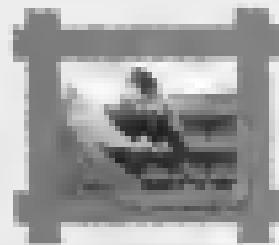
**SIDE KICK** With this special variation of the Master move jump Bruce can leap the width of screen

- Press the Jezped UP or UP and TOWARDS or AWAY from the opponent to perform a jump and spin in that direction



**ULTRA-FAST JUMPING KICK** A fast, medium range attack

- Press the Jezped UP then, while Bruce is in the air, press the Hard Kick Button to perform an Ultra-Fast Jumping Kick



**ULTRA-FAST FLYING KICK** A fast, very long range attack - the most powerful Fighter/Muay move in fact

- Press the Jezped UP and TOWARDS the opponent then, while Bruce is in the air, press the Hard Kick Button to perform an Ultra-Fast Flying Kick

# NUNCHAKU MODE

When Bruce has sufficient Chi you can access Nunchaku Mode for extended striking distance (but the range of moves is limited). Bruce cannot perform any punches and kicks, but the Nunchaku in the right hand can be a deadly weapon. Remember - Nunchaku moves use Chi! (however Chi can be built up, see SWAPPING HANDS Player Skill). Bruce will automatically default to Master Mode if he has insufficient Chi to sustain Nunchaku Mode, through Fighter Mode is still selectable.

Note that you cannot repeat the same Nunchaku move over and over unless Bruce is moving. For maximum effectiveness you are advised to alternate between Nunchaku moves.

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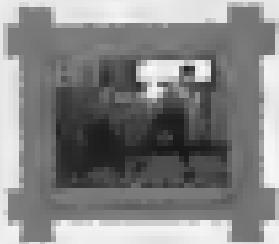
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## TO SELECT NUNCHAKU MODE

- Press "3" or "6" on the Keypad to select Nunchaku Mode.

## TO SELECT MASTERS MODE

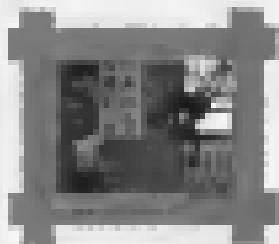
- Press "1" or "4" on the Keypad to select Masters Mode.



### STAB ATTACK

A short range attack.

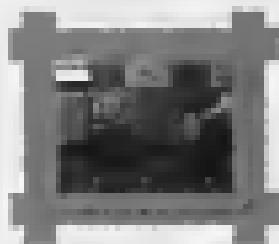
- Press the Hard Kick Button to perform a Stab Attack with the Nunchaku.



### SWING ATTACK

Slower than a Stab Attack but with a longer range. This move is particularly useful when your opponent is crouching.

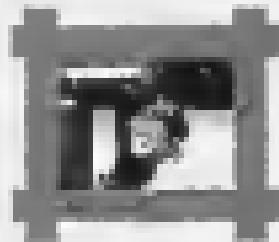
- Press the Fast Kick Button to perform a Swing Attack with the Nunchaku.



### SNAPPING BANDS

Slowly build up Chi by moving the Nunchaku between Bruce's hands.

- Press a Punch Button to move the Nunchaku between Bruce's hands.



### NECK TIE

Bruce will lunge over his opponent and use the Nunchaku's chain to choke the opponent. Note that Bruce must walk onto his opponent before attempting this move.

- Press the Joystick towards your opponent and simultaneously press the Fast Punch Button to perform the Neck-Tie.

# THE STAGES

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Depending on the stage, Bruce will face one or two opponents simultaneously. Note that the DIFFICULTY chosen in the Optional Screen determines how many Stages you can play. **POSSIBLE OUTCOMES** means you cannot play any further than Stage Four and **EASY** means Stage Seven is as far as you can play. Only by playing **MORAL**, or harder will you get to meet The Phantoms!

**STAGE ONE: BING TING** The London Festival Dance is breaking with audience sporting for a fight. Beware the sailor's charm!

**STAGE TWO: GESSIE TING'S KITCHEN** And into an alleyway. Mind the chef's mighty meat cleaver!

**STAGE THREE: SEATTLE** The University Gymnasium is where Bruce tackles Scott Watch out for his special Spin Kick, his Shoulder Kick and his novel variation of the Headlock Mansuver.

**STAGE FOUR: OAKLAND** The George Wu Gymnasium marks Bruce's first meeting with Johnny Sun - and the place where his back was broken. Can you avoid Johnny Sun's devastating moves such as the Throat Grab and Thrown and ultimately change the course of history?

**STAGE FIVE: HONG KONG** On the Golden Harvest Film Set. The general, intricate wooden staves which are used to strike opponents and pole vault.

**STAGE SIX: BRUCE'S EWOK** Scott is back at Bruce's school where he taught Jeet Koon Do, his unique brand of martial arts, to students such as actor Steve McQueen.

**STAGE SEVEN: LONG BEACH STADIUM** A boat with a difference! Bruce must defeat Johnny Sun again, but this time within 60 seconds.

**STAGE EIGHT: THAILAND** On the Joe House set of Bruce's first film, *The Big Boss*, Johnny Sun's brother, Luke, is out for revenge. Beware his Post Snipe and his Flying Kick!

**STAGE NINE: HONG KONG** On the older *The Dragon* Film Set. Watch out for the Cleo Muai's rapid strikes, avoid the smoke he blows to distract his opponents, and don't be fooled by his prancing!

**STAGE TEN: THE CHI LIN** Where The Phantom lurks, armed with a deadly Kuan Dao.

# THE BONUS ROUND

The fastest but most challenging way to acquire Oxy and points is in the Bonus Round Attack Plate The Damper, hitting the pads for points - and avoiding the sticks. The warmer, the more often a pad is hit, the faster the stick will spin. However, the faster the stick/pad spins, the faster your Oxy level will increase.

**NOTE:** You can only do THE BONUS ROUND in Matrix Mode; the other bonus modes are not available at this point

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# PLAYING ADVICE

- The Nunchaku may be limited but it's the only weapon effective against The Phoenix. Learn to use it - and use it well!
- Bruce has a higher tolerance to injury when in Master Mode; he's stunned quicker when in Fighter or Nunchaku Mode.
- When Bruce and his opponent both leap at each other, delay pressing the Kick Button for as long as possible to run the attack.
- The Chop and the Flying Kick are the best attacks to use against an opponent armed with Nunchakus. It takes practice to use these moves correctly, but it's worth it.
- Try to use as many different moves as possible. The more you vary your attacks, the more unpredictable your opponent will find you.
- Learn to use the moves (and especially their ranges) by playing a human opponent - without the human!
- When playing a Blotter, keep an eye out for the Yin Yang symbols which appear. Be first to collect them for extra Chi.

## **Warranty**

A new cartridge by the original purchaser shall be held to be free from defects in materials and workmanship under normal consumer use for a Warranty Period of sixty (60) days from the date of purchase as evidenced by your receipt. AT&T will replace the defective software free of charge. After the expiration of the Warranty Period, you assume the entire cost of all necessary servicing, repair or correction.

The warranty is null and void if the cartridge has been repaired another any part is composed or if software or any accessories other than those authorized by AT&T are used in combination with the product. Warranty does not cover accidental or intended damage or neglect. If the product displays a fault within the warranty period, the user should return it to the place of purchase, who will follow the required procedures to obtain a replacement.

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